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0520753137B

Model No.: 7-531
For Ages 8 and Up

7531IWTIE-4

This is your own Wheel of Fortune game.
The game is very easy to use. So let's play!

1. TURN ON THE UNIT

Press the ON button to turn the game on.

2. SELECT NUMBER OF PLAYERS

Press the PLAYER button to select number of players. This is the button marked PLAYER/SCORE. This button actually has two functions. The first function allows you to select the NUMBER OF PLAYERS AT THE BEGINNING OF EACH GAME.

The [illegible] shows you the number of the player currently playing the game.

Now turn ON the game. PLAYER 1 [illegible] PLAYER [illegible] you change the player selection. [illegible]

■ [illegible] PLAYER 1...
You play against the computer.

■ [illegible] PLAYER 2
[illegible] Player 2.

If you select PLAYER 3,
[illegible]
[illegible]

AFTER YOU CHOOSE THE NUMBER OF PLAYERS, PRESS THE ENTER BUTTON.

3. START ROUND 1

[illegible] the ENTER [illegible] you the number of players [illegible] you from ROUND 1. The letter [illegible] PUZZLE/CAT/ENTER [illegible]

When you press the ENTER button, the puzzle for ROUND 1 will appear on screen and [illegible] ROUND 1 will [illegible]

[illegible] ROUND 1, Player 2 begins ROUND 2 and Player 3 begins ROUND 3. [illegible] ROUNDS. All players [illegible] the highest score plays the FINAL ROUND.

[illegible] PUZZLE/CAT/ENTER [illegible] CATEGORY [illegible] the CATEGORY [illegible]

CATEGORIES [illegible] PERSON, PLACE, THING, PHRASE, EXPRESSION, TITLE, THINGS and FICTIONAL CHARACTER.

[illegible] the real [illegible] PUZZLE/CAT/ENTER.

PUZZLE/CAT/ENTER BUTTON

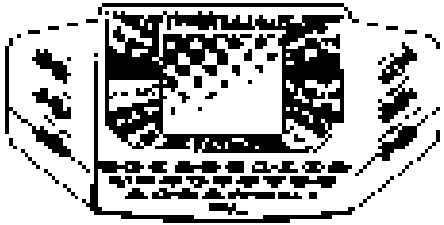
4. SPIN, BUY or SOLVE

During the first [illegible] players [illegible] SPIN, BUY or SOLVE.

You'll notice there are [illegible] SPIN, BUY and SOLVE/CLEAR.

You [illegible] PLAYER 1, PLAYER 2 or PLAYER 3 [illegible] side of the screen.

At the beginning of each round, you always choose to SPIN.



Once you have earned at least 3250 points, you can choose to BUY VOWELS.

Unscramble letters to find a phrase. Use the keyboard to type your guess.

The SOLVE button has been renamed SOLVE the puzzle and the CLEAR button has been renamed CLEAR.

When you think you know the answer to a puzzle, you press the SOLVE button. Then you see the letters appear in your answer and you type the letter in the puzzle and then pressing the enter. If the wrong letter appears in your answer, you will need to click on the SOLVE button.

As you type in your answer, if you make a mistake, you press the SOLVE/CLEAR button to CLEAR away the letters you typed [illegible] then type your answer correctly.

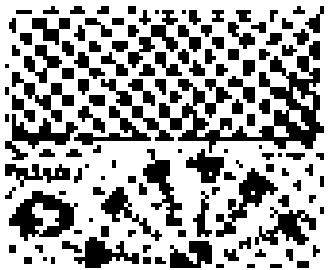
Click select one month by the section.

5. SPIN

[illegible] begins [illegible] by pressing SPIN to spin the wheel. When the wheel stops spinning, it will randomly land on a dollar amount. Then, use the [illegible] keyboard to type in a consonant you think is in the puzzle.

On the keyboard, consonants are colored PURPLE. Vowels are colored [illegible]. [illegible] the [illegible] and [illegible] "Y" is considered a consonant.

The consonant you choose will display briefly in the [illegible] corner of the letter board. If the consonant doesn't appear, press anything to try another.



THERE IS A CONSONANT. A CONSONANT IS IN THE PUZZLE. RETURN TO CONSULT THE BOARD.

If you guess a consonant correctly, you will hear a bell ring and the consonant will show up in its proper spot in the puzzle. You will also be awarded with the dollar amount on the wheel. Game [illegible] will also show you the TOTAL RETURN.

When you guess a correct consonant, for instance "G", all "G"s in the puzzle will appear and you receive the full dollar amount for each "G". So if you spin the wheel and the dollar amount is [illegible] and you guessed correctly "G" and there are two "G"s in the puzzle, you earn a total of $500 in a dollar amount, adding the total for both "G"s to the "Total".

IF YOU FOUND A CONSONANT CORRECTLY, YOU WILL HEAR A BELL RING AND THE CONSONANT WILL APPEAR IN THE PUZZLE. YOU WILL BE AWARDED THE DOLLAR AMOUNT ON THE WHEEL.

If you guess an incorrect consonant, you will hear a BUZZER and you are NOT awarded any money and you LOSE control of the spin. The [illegible] passes to the next player.

6. KEEPING THE SPIN

You have a choice of ending a round by one of the following:

- If you choose a vowel but it isn't in the puzzle
- If you successfully buy a vowel in the puzzle
- If you spin the wheel and land on LOSE A TURN or BANKRUPT
- If you are in a bonus round and the round ends

If you try to spin and there are only vowels remaining in the puzzle, you'll hear a sound and you have to buy a vowel.

When you spin and land on BANKRUPT, you lose your turn and the money you earned in that round.

When you spin and land on LOSE A TURN, you lose the turn.

When you spin and land on FREE SPIN, if you guess a correct consonant, you can an extra spin the following turn. The FREE SPIN must be used immediately. So if you guess a correct consonant, you keep spinning as normal. But if your guess an incorrect consonant, you must end the spin. You cannot save a FREE SPIN for later in the game.

If after spin by a FREE SPIN, your the puzzle is an incorrect consonant, you are NOT awarded a FREE SPIN. A consonant you cannot guess appears above in the SPIN mode. If you guess a vowel you are, you don't lose all the in the SPIN mode the turn will only advance to the next.

7. TIME LIMIT

You have always SPIN, BUY or SOLVE within 30 seconds after typing in the puzzle. Time is up, you lose your turn.

8. BUY (to buy a vowel)

Once you have earned $250 by spinning in a previous round, you can press BUY to buy a vowel. Each vowel costs $250. If there is more than one of that vowel in the puzzle, it still only costs $250. For instance, if you press BUY and then type in vowel "A" and there are three "A"s in the puzzle, it still only costs you $250 not $750.

You will hear a click as soon as you type in a vowel. It appears in the answer table. Now you have a solid line around the vowel appears in the puzzle. If you the correct. When you choose a correct vowel, you STILL have the spin.

If you select an incorrect vowel, you hear the BUZZER and the spin moves to the next player.

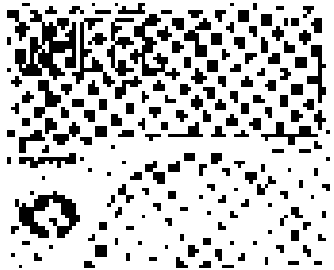
9. SOLVE to solve the puzzle

At any time during your turn you can choose to SOLVE the puzzle. Press the SOLVE button.

[illegible] SOLVE or CLEAR. Move to CLEAR before [illegible]

SOLVE/CLEAR BUTTON

After pressing the SOLVE button, use the 26 Letter Keyboard to type in [illegible] letters in the puzzle. The first letter you type goes in the first blank, the second letter in the second blank, etc. [illegible] the correct position in the puzzle.



[illegible] PUZZLE. FOR TYPO IN THE WRONG LETTER, YOU MUST TYPE IN THE FIRST LETTER YOU TYPED AGAIN IN THE CORRECT POSITION, THE SECOND LETTER YOU TYPED AGAIN IN THE CORRECT POSITION, ETC. [illegible] THE PUZZLE. YOU MUST TYPE IN WRONG LETTER. SO IF THERE ARE [illegible] TYPING WRONG LETTER, YOU MAY [illegible] TIMES WITH WRONG LETTERS [illegible] PUZZLE.

When you finish solving the puzzle, [illegible] the ENTER button to call up your letter choices.

[illegible] SOLVE THE PUZZLE. PRESS THE "ENTER" BUTTON TO CONTINUE YOUR LETTER CHOICES.

"ENTER" BUTTON

If you are correct, type your WINNER [illegible] on screen.

[illegible] appears in [illegible] and you have a [illegible] correct.

If you are the [illegible] winner, you will [illegible] the money you accumulated during the round. If you elect to pass [illegible] money, [illegible] $250, you receive the "Pass Minimum" of $250.

Players who don't solve the puzzle do not get to keep the money they accumulated during the round.

If you [illegible] a mistake while typing [illegible] on you can press the CLEAR button at any time [illegible] BY [illegible], and all the letters present in SOLVE mode will disappear. Then retype your answer.

PRESS THE "CLEAR" BUTTON AT ANY TIME BEFORE YOU HAVE PRESSED THE ENTER BUTTON TO REMOVE ALL THE LETTERS THAT YOU HAVE ENTERED. YOU CAN THEN TYPE IN YOUR ANSWER AND PRESS THE "ENTER" BUTTON.

CLEAR BUTTON

ENTER BUTTON

After pressing the ENTER button, you have typed in an incorrect word in the puzzle, you lose control of the game. The game comes to the player in mode to let the new player decide [illegible] SPIN, BUY or SOLVE.

10. ALTERNATING PLAY

Whenever a player loses control of the game, [illegible] or spinning BANKRUPT or LOSE A TURN, the new player [illegible] a turn. The above [illegible] the player until [illegible] the round.

14. THE COMPUTER PLAYER

The [illegible] player [illegible] [illegible] the computer will [illegible] [illegible] [illegible] the puzzle. The computer will [illegible] [illegible] [illegible]

[illegible] BOARD. [illegible] THE VARIOUS [illegible] ON THE WHEEL [illegible]

The consonants "B", "S", "T", "L", "N" are the ones "T", [illegible] you're [illegible] the board, [illegible] shown [illegible] in their proper place in the puzzle.

Then you use the 20 [illegible] replaced by [illegible] consonants are now [illegible] if you [illegible] choosing. Consonants will be typed in for

NOTE: [illegible] CATEGORY, press the PLAY/PAUSE/ENTER button any time [illegible] during the period when you [illegible] 2 consonants are [illegible] shown. Once the [illegible] entered, you are [illegible] SOLVE VALUE and [illegible] no longer [illegible] the [illegible] SOLVE VALUE, p. 20)

[illegible] CONSONANTS [illegible] YOUR OWN CHOOSING THE CONSONANTS [illegible] DETAIL.

You do not need to press ENTER after choosing your three consonants and one vowel. [illegible] automatically put them in the puzzle. If [illegible] correct, you will hear the [illegible]

If you are correct, NITE Ant or Nite Chasers will appear in the middle ALONE with all [illegible] TOP and [illegible]

Once you repair the 3 [illegible] and move a brick [illegible] you have 60 seconds to make the [illegible] pieces.

In SOLO mode you can no longer move back to the [illegible] you [illegible] given to finish, you are guessing and [illegible] your puzzle. Be sure to [illegible] when pressing ENTER.

As with regular [illegible] mode, if you [illegible] a [illegible] press the CLEAR button and [illegible] your [illegible]. When you are finished [illegible] your [illegible], press the ENTER button again to confirm your solution. If you solve the puzzle correctly the [illegible] will [illegible] or [illegible] and will [illegible] your score.

That's it! Now, enjoy the enjoyable tool

14. PLAY AGAIN

After the BONUS ROUND is completed, press the PLAY AGAIN button to begin a new game from ROUND 1. Once again, you will have the number displayed in the game.

If you would like to [illegible] the [illegible] press the ENTER button instead. [illegible] ROUND 1.

TO SKIP THE MUSIC, HOLD THE ENTER BUTTON AS SOON AS THE MELODY BEGINS TO MOVE IMMEDIATELY TO THE START OF ROUND 1.

TIMER BUTTON

1. CONTROL GUIDE

ON/OFF

- [illegible]
- [illegible]

SOUND

- [illegible]

PLAYER/SCORE

- [illegible] the number of players before [illegible] begins.
- [illegible] the score of the player currently in play during play.

PUZZLE/CAT./ENTER

- [illegible] up the puzzle for [illegible] 2, 3 and the bonus [illegible] before play begins.
- [illegible] the category of the puzzle [illegible] during play.
- [illegible] your solution in [illegible] mode.
- [illegible] the solve [illegible] indicators during play before [illegible] begins.

SPIN

- [illegible] the wheel.

BUY

- [illegible]

SOLVE/CLEAR

- [illegible] the puzzle.

Press SOLVE and then type the solution. Press ENTER to confirm your solution.

- [illegible] while solving the puzzle.

If you make an error in SOLVE mode, press CLEAR and all letters you typed in SOLVE mode will disappear. Then solve and start again. When you are done solving, remember to press ENTER to confirm your solution.

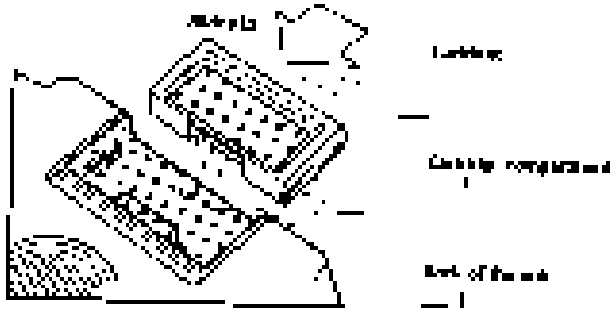
26 LETTERS OF THE ALPHABET

- [illegible] with the 26 letters of the alphabet. [illegible] are colored [illegible]

ALL BUTTON

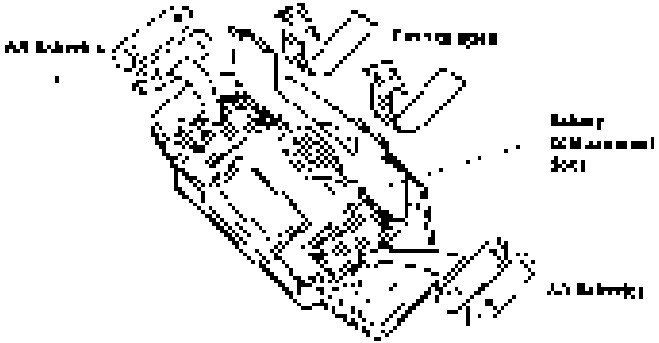
- [illegible] the game [illegible] the puzzle will [illegible] the scoreboard [illegible] HOLD [illegible] the MAX SCORE. The MAX SCORE will [illegible].
- [illegible] the small [illegible] pen.

16. INSERTING THE CARTRIDGE



On the back of the unit, the cartridge body slides into the cartridge compartment. Add or a cartridge is easily separable.

17. INSERTING THE BATTERIES



To insert the batteries, remove the battery compartment cover on the back of the Game Gear using a flat screwdriver. Insert six "AA" batteries in the battery compartment, observing the polarity shown.

DO NOT MIX OLD AND NEW BATTERIES

DO NOT MIX ALKALINE, STANDARD (CARBON-ZINC) OR RECHARGEABLE BATTERIES

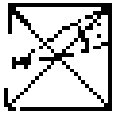
Battery installation or replacement should be done by an adult.

Remove the batteries if the Game Gear is not used for a long period of time to avoid damage from battery leakage.

Keep all packaging for future reference.

18. CAUTIONS

High temperature will damage the unit. Do not use and keep in a cool place.



Do not step, pull or press the ACL switch. Avoid pointed pens.

Clean only with a piece of soft dry cloth.

Do not remove the liquid crystal display and avoid heavy pressure on the display.

19. DEFECT OR DAMAGE

[illegible] damage or malfunction [illegible] DO NOT REPAIR. [illegible]

TIGER ELECTRONICS, INC. REPAIR DEPT.

[illegible] Woodlawn Avenue

Lincoln Park, Illinois 60631, USA

[illegible]

20. 90-DAY LIMITED WARRANTY

[illegible] 90 days [illegible]

[illegible]

[illegible]

[illegible]

[illegible]

[illegible] SHIPPED PREPAID AND INSURED DOWN [illegible]

Tiger Electronics, Inc. Repair Dept

[illegible] Woodlawn Avenue

Lincoln Park, Illinois 60631, USA

[illegible]

[illegible] 90-day [illegible] your name, address and telephone number.

[illegible]